1   51. The method of claim 38 wherein the step of preparing further comprises marking cards with at

2   least two colors; and wherein the step of accepting further comprises the step of accepting wagers

3   on the occurrence of a particular number or a group of numbers or a color.

4   (New Claim) 52. The method of claim 38 wherein the handling apparatus in step (I) further

5   comprises at least one second handling apparatus.

6   <u>REMARKS</u>

7   The specification provides support for the continuous dealing with multiple machines which

8   can be found on page 8 lines 8-11 and on page 9 lines 13-17. The support for allowing the player

9   to select the location in order to add to the player sense of control is found on page 9 lines 1-8 and

10   page 7 lines 12-22 and page 8 lines 1-7 in the specification.

11   The two problems which are not rendered obvious by the prior art in this case is the use of

12   one or more machines dealing, sequentially, multiple dice rolls utilizing multiple decks in order to

13   provide for continuous play.

14   Dealing and continually reshuffling a single deck makes sense in games where statistical

15   significance can be minimized based on the unique combinations associated with games such as

16   black jack.

17   In a dice game, the statistical variation is provided based on the probability of a certain

18   outcome utilizing a completely randomized result which requires reshuffling on every occasion.

19   The present patent shows the use of multiple decks being dealt by one or more machines

20   sequentially in order to give continuous play where one deck can be reshuffled while another

21   machine deals or where a machine could deal multiple hands before reshuffling the multiple decks

22   from which one card from each deck is dealt at a time. It also teaches using multiple locations

23   receiving cards from multiple decks (new claim 52).

1   Part of the reason that this works so poorly if the decks are not maintained separately, is that

2   the absence of a single card can eliminate a range of results. For example, the absence of ones would

3   prevent a 2 or a 3 from being possible. Such an absence would not be dis-positive in a game like

4   blackjack, but is critical in the decision making process in a wager based on the 2 or the 3 appearing

5   and hence constant reshuffling is necessary in a craps game.

6   Where multiple decks in traditional card handling have been used in order to change the odds

7   and prevent counting, here multiple decks allow for continuous play and this is not taught in the prior

8   art and is not suggested by the prior art even though there is a long felt and unfulfilled need for

9   providing a method for more continuous and more randomized play.

10   One of the reasons that more randomized play is possible is that with modern card dealing

11   technology as is taught in the patent, a card may be selected from a random location in a deck as

12   opposed to having random shuffling of the deck.

13   What this means is that the cards can be put in in any order and the results are still

14   randomized because of the random selection of the location from which the card is dealt.

15   The other modification taught herein is providing a method for dealing the cards but allowing

16   player input. In traditional dice games, the player handling the dice allows for the player to have an

17   effect on the randomization of the dice. In fact, some people have earned the reputation as being

18   capable of manipulating the dice to a limited degree in order to affect the outcome.

19   While this extent of dice handling is undesirable, it is important to allow the players to know

20   that the entire outcome is not controlled by a machine which may be manipulated.

21   In order to accomplish this, as set out in claim 45, the dealer is allowed to select the card

22   which is utilized either before or after the card is dealt to a particular space.

23   This means that while the machine could presumably select one or more cards from which

1   to choose, ultimately the player has the decision as to which card is selected although this decision

2   obviously has to be made prior to the time when the player knows what the card shows.

3   The claims have been amended in order to clearly show these improvements which were not

4   clearly disclosed by the claims prior to this amendment.

5   A major innovation of the Dice Card Game over the existing prior art lies in the use of a

6   mechanical dealing machine in order to select one or more random cards.

7   Similarly no other prior art game suggest one or more machines dealing sequentially multiple

8   dice rolls utilizing multiple decks in series in order to provide for a continuous game.

9   Since this machine can deal from multiple decks, it allows for more continuous play.

10   Another improvement not present in the prior art, is the provision of multiple locations for

11   the cards and the selection of a single card by the user, either in advance of the deal or subsequent

12   to the deal.

13   This particular novel aspect of the game is not available or suggested in prior art craps games

14   and gives the user of the game the ability to add a randomizing element is not present where a dealer

15   deck of cards has the exclusive control over the deck. While few people have the ability to

16   manipulate cards in this environment, this particular technology allows the user and added security

17   of the game is randomized and not controlled by the house.

18   There is no prior art that suggests combining a selection of a card from multiple spaces and

19   it is left at least one or multiple cards from a plurality of spaces and excluding other cards in a craps

20   game wherein a number of cards are substituted for a number of dice.
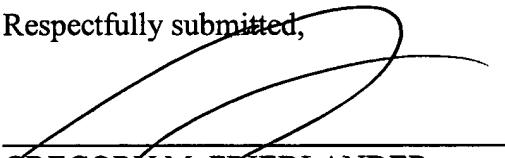
21   CONCLUSION

22   For all of the reasons advanced above, Applicant respectfully submits that the application is

23   in condition for allowance and that action is earnestly solicited.

8

1   No additional fee is believed necessary.

2   The commissioner is hereby authorized to charge any additional fees which may be required

3 for this amendment, or credit any overpayment to Deposit Account 06-2129 in the name of Gregory

4 M. Friedlander.

5   In the event that an extension of time is required, or which may be required in addition to that

6 requested in a petition for an extension of time, the Commissioner is requested to grant a petition

7 for that extension of time which is required to make this response timely and is hereby authorized

8 to charge any fee for such an extension of time or credit any overpayment for an extension of time

9 to Deposit account 06-2129.

10   Respectfully submitted,

11

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19   **CERTIFICATE OF MAILING**   TECHNOLOGY CENTER R3700

20   I hereby certify that this correspondence is being deposited with the United State Postal
21 Service as Express Mail <u>NO. EV 278558424 US</u> in an envelope addressed to: Commissioner of
22 Patents and Trademarks, Mail Stop Fee Amendment, Alexandra, VA 22313 on the _10_ day of_
23 <u>March</u>, 2004.

24
25   GREGORY M. FRIEDLANDER, 31,511

1 **HERE ARE THE CLAIMS MARKED UP**:

2 Claims 1-37 have been cancelled.

3 <u>First Amended</u> 38. I claim a game for at least one player comprising the steps of:

4   a) preparing at least one first deck of cards representing the possible outcomes from a dice

5 means for determining a random number between a predetermined minimum and a predetermined

6 maximum;

7   <u>b) preparing at least one second deck of cards representing the possible outcomes from</u>

8 <u>a dice means for determining a random number from a predetermined minimum and</u>

9 <u>predetermined maximum;</u>

10   [b] <u>c</u>) providing at least one first wager location <u>and at least one second wager location</u>

11 for accepting a wager on at least one statistical event associated with the random generation of

12 dice rolls according to a set of rules based on statistical odds <u>of the occurrence of specific dice</u>

13 <u>rolls;</u>

14   [c] <u>d</u>) accepting at least one wager on the at least one first wager location;

15   [d] <u>e</u>) selecting at least one first card <u>from the at least one first deck</u> at random using an

16 electromechanical playing card handling apparatus for randomly shuffling and dealing the at least

17 one of said cards;

18   [e] <u>f</u>) displaying the at least one first card;

19   <u>f) displaying the at least one first card;</u>

20   [f] <u>g</u>) satisfying wagers if the at least one first card matches the at least one statistical

21 event[.];

22   <u>h) accepting at least one wager at least one second wager location;</u>

23   <u>I) selecting at least one second card at random using an electromechanical playing card</u>

10

1   handling apparatus for randomly shuffling and dealing the at least one second card from the at

2   least one second deck;

3   j) displaying the at least one second card;

4   k) satisfying the at least one second wager if the at least one second card matches the at

5   least one statistical event.

6   First Amended 39. The game of claim [2] 38 wherein the at least one first deck further comprises

7   at least one third deck of cards representing the outcome from a dice means for determining a

8   random number between a predetermined minimum and a predetermined maximum and wherein

9   the step of selecting at least one first card at random further comprises selecting at least one first

10   card at random using an electromechanical playing card handling apparatus for randomly

11   shuffling and dealing the at least one first card and selecting at lest one second first card from the

12   at least one third deck of cards using an electromechanical playing card handling apparatus for

13   randomly shuffling and dealing; and wherein the step of displaying further comprises the step of

14   displaying the at least one first card second card and wherein the step of satisfying wagers

15   comprises the step of adding the at lest one first card and at least one second first card together

16   to determine if the at least one statistical event has occurred.[the step of preparing at least one

17   second deck of cards representing the outcome from a dice means for determining a random

18   number between a predetermined minimum and a predetermined maximum and wherein the step

19   of selecting at least one first card at random further comprises selecting at least one second card

20   at random using an electromechanical playing card handling apparatus for randomly shuffling and

21   dealing the at least one second card and wherein the step of displaying further comprises the step

22   of displaying the at least one second card and wherein the step of satisfying wagers comprises the

23   step of viewing the at least one first card and at least one second card together to determine if the

1 at least one statistical event has occurred].

2 40. The game of claim 39 wherein at least one statistical event is determined from the statistical

3 events utilized in playing a game from the group comprised of 1) a traditional craps game, 2) a

4 Four The Money game, 3) a high roller of the month game, 4) a high low craps, and 5) a roulette

5 game.

6 First Amended 41. The game of claim 40 wherein the first set of cards and [second] third deck

7 [set] of cards represent the possible outcomes with a first and second dice having 6 sides.

8 42. The game of claim 38 further comprising at least one special card which represents an object

9 other than a number between the predetermined minimum and predetermined maximum and

10 wherein the display of the special card provides a bonus to the wager.

11 43. The game of claim 42 wherein the bonus is from the group consisting of (1) allowing the

12 player to pick any number from at least one number between the predetermined minimum and

13 predetermined maximum for the value of the special card, (2) providing a multiple payout on

14 wagers, (3) providing a special payout not related to a wager on the occurrence of the special

15 card, (4) providing a special payout related to a wager on the occurrence of the special card, (5)

16 triggering an event to select an additional play, and (6) triggering an event to randomly select an

17 additional amount.

18 44. The game of claim [43] 42 wherein the special card also bears a number between the

.19 predetermined minimum and pre-determined maximum.

20 First Amended 45. The game of claim 38 wherein the step of selecting further comprises the step

21 of selecting at least one first first card and at least one second [first] card and wherein the at least

22 one first card and at least one second card each represent a dice roll and wherein the step of

23 displaying further comprises a) preparing a table with a plurality of card locations comprising

12

1   at least one first card location and at least one second card location for receiving the at least one

2   first [first] card and the at least one second [first] card;

3   b) dealing the at least one first card and the at least one second card to the at least one

4   first card location and at least one second card location respectively; [to the plurality of card

5   locations;]

6   c) allowing the at least one player to select a location from between the at least one first

7   card location and at least one second card location; [at least one of the plurality of spaces;]

8   d) displaying the card in location [the at least one space] selected by the at least one

9   player.

10   First Amended 46. The method of claim [45] 39 wherein the step of selecting further comprises:

11   1) preparing a table with a plurality of card locations for receiving at least three cards from

12   each deck comprising a first card location, a second card location and at least one third card

13   location;

14   m) dealing at least one first first card at lest one second first card and at least one third

15   first card to the plurality of card locations;

16   n) allowing the at least one player to select two of the plurality of card locations and not

17   select at least one of the plurality of card locations to select two play cards; and

18   o) adding the two play cards to determine the outcome. [further comprising the step of

19   allowing the at least one player to select at least two of the plurality of spaces.]

20   First Amended 47. The game of claim [39] 46 [wherein the step of viewing] further [comprises]

21   comprising the step of removing and reshuffling the at least one first deck of cards and dealing

22   at least one first second card and at least one second second card and at least one third second

23   card from the at least one second deck of cards to the plurality of card location;

1 b) allowing the at least one player to select at least two of the plurality of card locations

2 and not select at least one of the plurality of card location so as to select at least two play cards;

3 c) adding the two play cards to determine a dice roll outcome.[adding the at least one first

4 card and at least one second card to determine the resulting total.]

5 48. The method of claim 38 further comprising repeating steps [b] c through [f] k until a

6 predetermined target number is generated as the statistical event.

7 First Amended 49. The method of claim [39] 40 wherein the at least one first deck comprises a

8 first first deck and a second first deck and the at least on second deck comprises a first second

9 deck and a second second deck and wherein the step of selecting comprises selecting a first card

10 from the first first deck and a second card from the second first deck and selecting a first card

11 from the first second deck and a second card from the second second deck and adding the first

12 and second cards from the first and second decks to get an outcome from each deck. [step of

13 selecting comprises selecting a first card from the first set of cards and a second card from the

14 second set of cards.

15 50. The method of claim 38 further comprising the steps of (1) marking the value of the at least

16 one first card with an electronically readable value, (2) electronically examining the cards to

17 locate the marking, and (3) electronically displaying the value.

18 51. The method of claim 38 wherein the step of preparing further comprises marking cards with

19 at least two colors; and wherein the step of accepting further comprises the step of accepting

20 wagers on the occurrence of a particular number or a group of numbers or a color.

21 New Claim 52. The method of claim 38 wherein the handling apparatus in step (I) further

22 comprises at least one second handling apparatus.

14